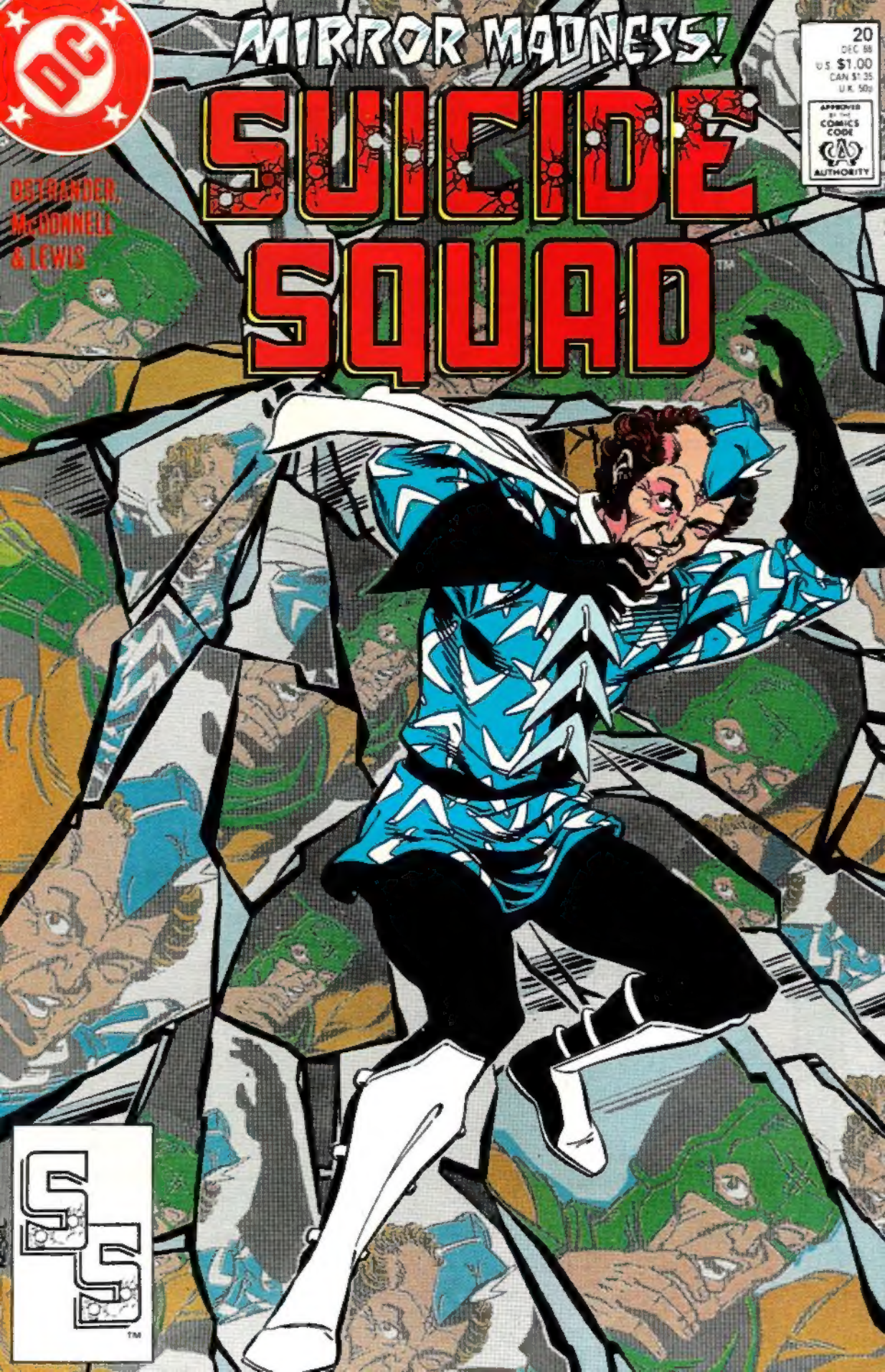
MIRROR MADNESS!
SUICIDE SQUAD
20
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SS

PRACTICE TO DECEIVE

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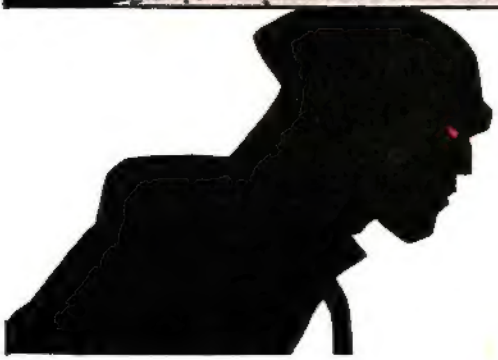
FOR TONIGHT, MIRROR MASTER PROWLS THE VIEUX CARRÉ.
SO MANY GALAHS, SO LITTLE TIME!

OUGHTER HAVE ME HEAD EXAMINED. I MEAN, THIS LURK'S A REAL BEAUTY!
I RUN AROUND AS CAPTAIN BOOMERANG, DARLIN' OF THE SUICIDE SQUAD, KEEPING TO THE STRAIGHT AND NARROW AND STILL GET TO PULL JOBS AS MIRROR MASTER.

AND THE FRENCH QUARTER'S ME OWN BACKYARD AND SO FAR, I'VE NICKED NOTHING HERE.

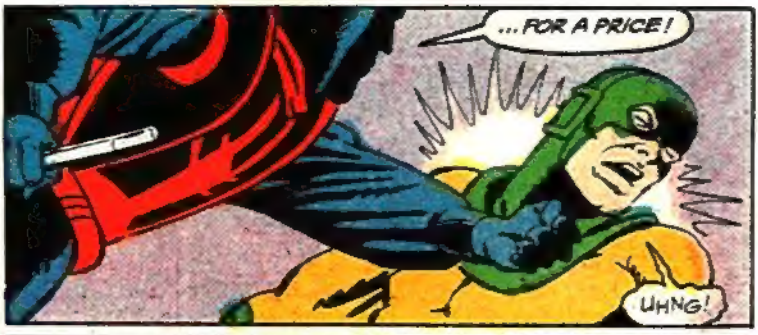
BUT--STREWTH!--LOOKIT 'EM! EASY MARKS, THE PAIR OF 'EM! HELL, IF I DON'T DO 'EM, SOMEONE ELSE WILL!

AND THAT'D BE CRIMINAL! AFTER ALL, IT IS ME BACKYARD!
BESIDES, WHAT RISK DO I RUN, EH?



GOT TO REMEMBER TO PUT ON ME ACCENT.
AWRIGHT YOUSE GUYS! GIMME YER WALLETS!
SORRY, BUT WE ARE THE POLICE AND YOU ARE UNDER ARREST.
BLOODY HELL!
YOU BET. THERE'S MORE THAN ENOUGH O' ME T'GO AROUND! HYUK HYUK!
WHICH ONE TO WE GRAB?
I DUNNO!
TRY THIS ONE.
SCHRAK!

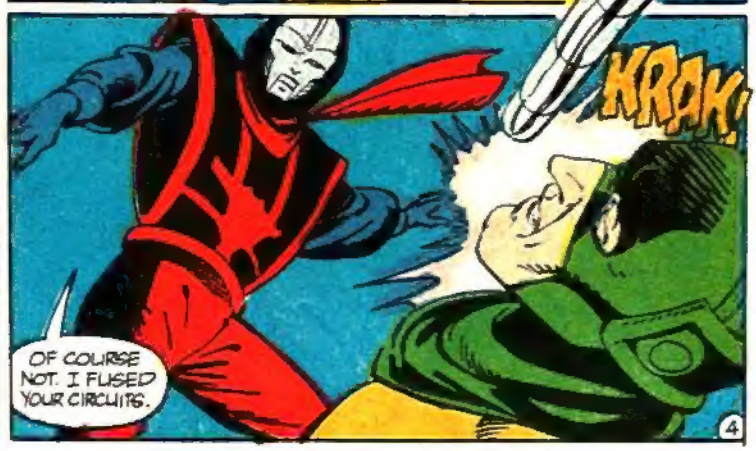
WHO THE HELL ARE YOU?!
CALL ME MANHUNTER! AND I HUNT THE WORLD'S MOST DANGEROUS GAME...
OH, HELL! OH, BLOODY HELL! OH, GODDAM BLOODY HELL!


...FOR A PRICE!
UHNG!

OH! A BOUNTY HUNTER, EH?
YOU ARE INTERFERING WITH POLICE BUSINESS, BOY!
I'M MAKING A CITIZEN'S ARREST WHICH IS WITHIN MY RIGHTS!
THAT'S RIGHT, KEEP MAKIN' THE YABBER! JUST ANOTHER GEC...

NOW!

BLOODY HELL!
NOTHING'S HAPPENING!


KRAK!
OF COURSE NOT. I FUSED YOUR CIRCUITS.

HOW DID YOU KNOW WHICH MIRROR MASTER TO HIT?
HAD ON THE INFRA-RED LENSES IN THE MASK. THE REAL MIRROR MASTER WAS THE ONLY ONE WITH A HEAT PATTERN. THE REST WERE MIRROR-INDUCED IMAGES.
WELL, WE DON'T KNOW HOW IT'S DONE WHERE YOU COME FROM, BOUNTY HUNTER, BUT DOWN HERE WE DON'T MUCH COTTON TO PEOPLE IN MASKS DOING OUR JOBS. SO WE'LL JUST TAKE THE PRISONER NOW.
POSSESSION IS STILL NINE-TENTHS OF THE LAW, BOYS.
ESCAPE IS THE OTHER TENTH.
I'LL DROP THIS ONE OFF AT BELLE REVE. THEY HAVE SPECIAL HOLDING FACILITIES FOR SHMOES LIKE HIM. SEE YOU DURING MARDI GRAS.
I'M BEGINNING TO UNDERSTAND HOW MY COUSIN IN ATLANTA FEELS ABOUT YANKEES.
5

SHAW TO BELLE REVE. COMING IN WITH A PACKAGE. OPEN THE GATES AND YOUR CHECKBOOK.
MRS. WALLER WANTS BOTH OF YOU TO COME TO MISSIONS IMMEDIATELY ON ENTRANCE.
SOMETHING COOKING, EH? OKAY, I'LL LISTEN. MANHUNTER OUT.
BLOODY HELL! I'M DOG FOOD!
OLD MAMMY WALLER'S GONNER TAKE ONE GINK AT ME AND REALIZE CAPTAIN BOOMERANG'S BEEN PLAYING HER BOTH WAYS!
I GOTTA THINK OF A WAY OUTTA THIS!
HELLO. MY NAME IS AMANDA WALLER. LET ME EXPLAIN A FEW THINGS TO YOU.
STARTING RIGHT NOW, I OWN YOUR TAIL.

UH, I WANT MUH LAWYUH.
WELL OF COURSE YOU DO! YOU'RE A CHEAP PIECE OF SLIME WHO GOT CAUGHT RED-HANDED DOING A CRIME. YOU NEED A LAWYER.
I WILL PERSONALLY SEE YOU GET ONE. RIGHT AFTER WE PROCESS YOU.
OF COURSE, TO DO THAT, WE'LL HAVE TO TAKE OFF THAT MASK... FIND OUT WHO YOU ARE.
STREWTH!
OR... WE COULD DO THIS ANOTHER WAY. I REPRESENT A GOVERNMENT AGENCY THAT SECRETLY UNDERTAKES DANGEROUS MISSIONS.
WE GOT ONE RIGHT NOW AND WE NEED HELP. YOU DO IT, SURVIVE IT, KEEP YOUR MOUTH SHUT, AND WE LET YOU GO. I DON'T CARE WHO YOU ARE SO LONG AS YOU'RE ELSEWHERE. YOU INTERESTED?
UHHHH, YEAH, I GUESS. UH-HUH. SURE.
THANKEW, GOD! THANKEW THANKEW THANKEW!
COLONEL FLAG, OUTFIT OUR NEW RECRUIT WITH A BRACELET AND EXPLAIN ITS FUNCTION. THEN MEET ME OVER IN MISSIONS.
I GOTTA GO ASK FLO IF SHE CAN RAISE BOOMERBUTT.
EEP!

OKAY, THIS LITTLE MISSION'S IN OUR OWN BACKYARD.

NEW ORLEANS POLICE HAVE ASKED THE FEDERAL GOVERNMENT FOR HELP WITH A PROBLEM AND THE FEDS HAVE DECIDED WE'RE TO BE IT.

OUR TARGET IS CALLED THE *LOA*, A LOCAL GROUP WHICH COMBINES ELEMENTS OF ORGANIZED CRIME AND VOODOO.

IT'S RUN BY SOMEONE THEY CALL *DAMBALLAH*, AND IS DIVIDED INTO TWO MAIN BRANCHES: THE *RADA* WHICH TAKES CARE OF AREAS LIKE PROSTITUTION AND DRUGS. ENFORCEMENT, MUSCLE, AND MURDER ARE HANDLED BY THE *PETRO*.

DAMBALLAH

BOCOR

MAMBO

ZOMBIES

VARIOUS HOUNGANS

THE PETRO

THE RADA

DAMBALLAH'S LIEUTENANTS ARE CALLED *HOUNGANS*, THE TWO PRIMARY ONES BEING *MAMBO* AND *BOCOR*. BOCOR ALSO HEADS UP THE ARMY OF HIT MEN, CODE-NAMED ZOMBIES.

MOST OF YOU HAVE SEEN ENOUGH MAGIC IN DEALING WITH NIGHTSHADE'S HOMELAND NOT TO DISMISS IT OUT OF HAND. YOU DON'T HAVE TO BELIEVE IN VOODOO, HOWEVER, TO BELIEVE THAT THE *LOA* IS *TROUBLE*.

TOO MUCH TROUBLE.

SORRY, BUT I'M OUTTA HERE.

WHAT ARE YOU *TALKING* ABOUT?

I'M *NOT* ONE OF YOUR REGULAR PEONS, WALLER. I DO WORK FOR HIRE AND IF I DON'T LIKE THE JOB, I DON'T *TAKE* IT.

I'VE *HEARD* ABOUT THE *LOA*. I'M NOT PLAYING.

WE'LL *DOUBLE* YOUR NORMAL FEE!

DOES ME NO GOOD IF I DON'T LIVE TO *COLLECT* IT.

YOU GUYS ARE THE *SUICIDE* SQUAD AND IF YOU WANT TO LIVE *UP* TO THAT NAME, THAT'S *YOUR* BUSINESS. I'M GONE. BYE.

UHH, LIKE CAN I ASK A QUESTION?
YES?!?

LIKE, UH, YOUSE IS SUPPOSED T'BE A SECRET GROUP, RIGHT?
WON'T DOING THIS GET YOU, UH ... LIKE NOTICED?

WE'LL GO AT NIGHT. IT GETS DARK AT NIGHT. MAKES IT HARDER TO SEE.
ANY MORE QUESTIONS?
NO, NO. NOPE. NO.

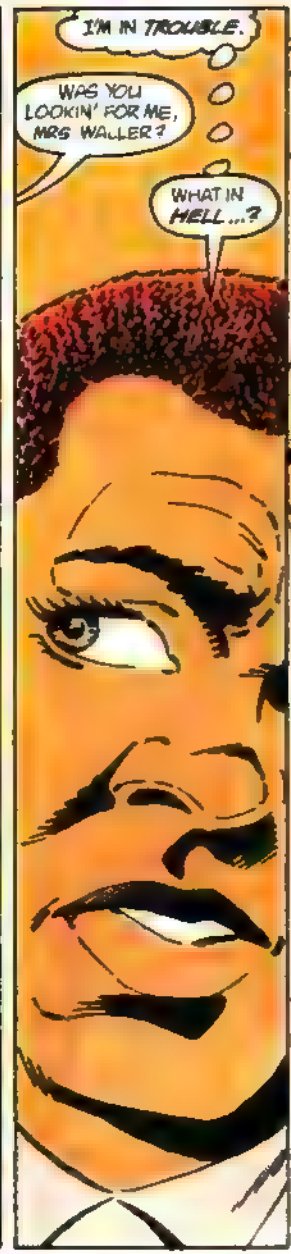
AMUSE YOURSELVES UNTIL THIS EVENING.
FLO! IF BOOMERANG DON'T CALL IN, TRY TO RAISE BLACK ORCHID -- SEE IF SHE CAN GO FIND THE SLEAZEBAG!

STREWTH! I GOTTA FAKE ME WAY OUT O' THIS ONE!
THAT--OR FIGURE OUT A WAY TO BE IN TWO PLACES AT ONCE!

WHEW! GOOD THING NO ONE SAW ME. HAVE A DEVIL OF A TIME TRYING TO EXPLAIN WHAT MIRROR MASTER WAS DOIN' SLIPPIN' INTO CAPTAIN BOOMERANG'S PRIVATE ROOM.
NOW FOR A CHANGE INTO CIVVIES.

ONLY QUESTION IS-- WHAT DO I DO WITH THIS BLOODY BRACELET?!
I TRY TO TAKE IT OFF AND IT'LL TAKE ME ARM OFF! IF I SHOW UP WITH IT ON, I MIGHT AS WELL ANNOUNCE MIRROR MASTER AND CAPTAIN BOOMERANG ARE ONE AND THE SAME!
HMMM.

I'LL TELL YOU AGAIN, COLONEL! YOU DON'T HAVE TO LIKE YOUR ORDERS--YOU ONLY HAVE TO CARRY THEM OUT!
I'M NOT GOING TO LET THIS SQUAD'S MISSION BE BETRAYED! TRY TRUSTING ME!
YES, MA'AM. AS YOU TRUST ME.


I'M IN TROUBLE.
WAS YOU LOOKIN' FOR ME, MRS WALLER?
WHAT IN HELL...?

WHAT ARE YOU WEARING?
OH, THIS? JUST SLIPPED IN THE SHOWER'S ALL. DOC SAID IT'D BE RIGHT AS RAIN IN A FEW DAYS, SO LONG AS I DON'T USE IT.
WHY? THERE ISN'T SOME MISSION YOU WANTED ME FOR, WAS THERE?

TONIGHT AND YOU'RE ON IT.
I NEED EVERY WARM BODY I CAN GET
GEE, I'D LOVE TO BE A HELP, MRS WALLER, BUT WITH THIS BUM WING AND ALL...
DOWN UNDER, I MEAN WHAT I SAY.
LET'S GO HAVE OUR OWN MEDICOS LOOK AT IT, SHALL WE?
CRAP CRAP CRAP CRAP!
I DON'T HAVE TO DO THIS, Y'KNOW. I COULD QUIT.
YOU DON'T HAVE TO WIND UP IN THE HOSPITAL, NEITHER. BUT YOU COULD.
ALL RIGHT! I'LL GO! BUT I GOT SOME STUFF TO TAKE CARE OF IN THE CITY FIRST SO TELL ME WHERE TO MEET UP.
LIKE HELL! YOU'RE STAYING RIGHT HERE UNTIL SHOWTIME!
I'LL BE THERE, I SAID! OR PUT ME BEHIND BLOODY BARS NOW BECAUSE I WILL RESIGN!
ALL RIGHT, ALL RIGHT. BUT YOU FAIL ME AND YOU'LL WISH YOU WERE NEVER BORN

"BE AT THE OUR LADY OF GUADALOUPE CHURCH, UP BY BASIN STREET. OUR INFO SAYS THE *LOA* HAS A SECRET HEAD-QUARTERS HIDDEN IN ONE OF THE MAUSOLEUMS IN ST LOUIS CEMETERY #1.

"YOU'LL BE WITH NIGHTSHADE'S TEAM. FLAG, NEMESIS, DUCHESS AND MIRROR MASTER WILL COME IN OFF ST. LOUIS."

"BY THE WAY, YOU MEET THIS MIRROR MASTER BOZO YET?"

"HAVEN'T HAD THE *PLEASURE*."

IMPRESSIVE PIECE OF ORDNANCE. HOW MUCH DOES IT WEIGH?

ENOUGH.

IT'S TIME. SPREAD OUT. LOOK SHARP. WE MEET NIGHTSHADE'S GROUP AT MARIE LEVEAU'S TOMB.

WATCH OUT FOR PUNKS AND ZOMBIES.

RIGHT! NOW TO SMUGGLE THE OUTER LAYER WHILE NO ONE'S LOOKING AND HOT FOOT IT OVER TO *NIGHTSHADE'S* PARTY.

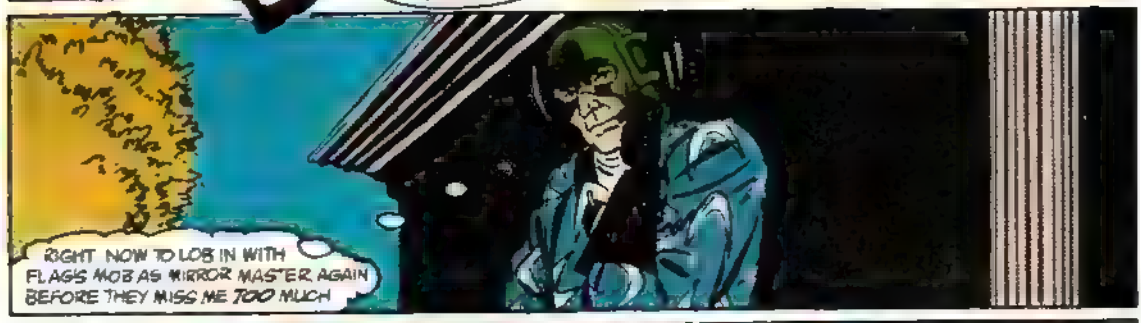
REMEMBER WHERE YOU LEFT MIRROR MASTER, COBBER, OLD SON!

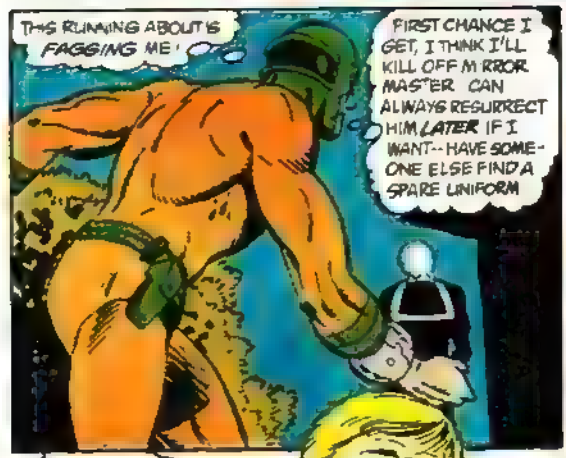
DON'T FORGET THE BANDAGE! CONTINUITY-- THAT'S THE TICKET!

PUFF PUFF PUFF

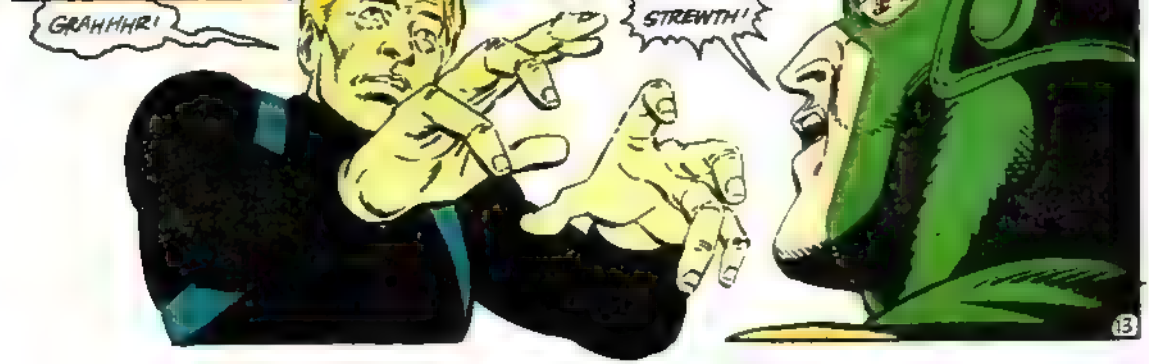
YOU'RE LATE!
I'M HERE! VIXEN--NICE T'BE WORKING WITH YOU AGAIN. LET'S GO FIND A NICE QUIET TOMB AND HAVE SOME NAUGHTY WHAT SAY?
I SAY MAKE THAT SUGGESTION AGAIN AND I'LL PUT BOTH ARMS IN THAT SLING!

LET'S HEAD OUT TAKE IT CALM AND EASY SHOUT OUT IF YOU SEE SOMETHING


RIGHT NOW TO LOB IN WITH FLAGS MOB AS MIRROR MASTER AGAIN BEFORE THEY MISS ME TOO MUCH


THIS RUNNING ABOUT IS FAGGING ME!
FIRST CHANCE I GET, I THINK I'LL KILL OFF MIRROR MASTER CAN ALWAYS RESURRECT HIM LATER IF I WANT--HAVE SOMEONE ELSE FIND A SPARE UNIFORM

UH ..YO NIMSISS WHUT'S GOIN DOWN? GOT CUT OFF ..


GRAHHHR!
STREWTH!

GET AWAY! THE LOA HAS MADE HIM INTO A ZOMBIE!
GYAAAAHHHH!
WHAM!

GYAAAKKK!

MIRROR MASTER! OVER THIS WAY!
BLAM
BLAM BLAM

WHERE WERE YOU, YOU LITTLE MAGGOT?! THE ATTACK CAME FROM THE SECTOR YOU WERE SEARCHING!
BLAM BLAM

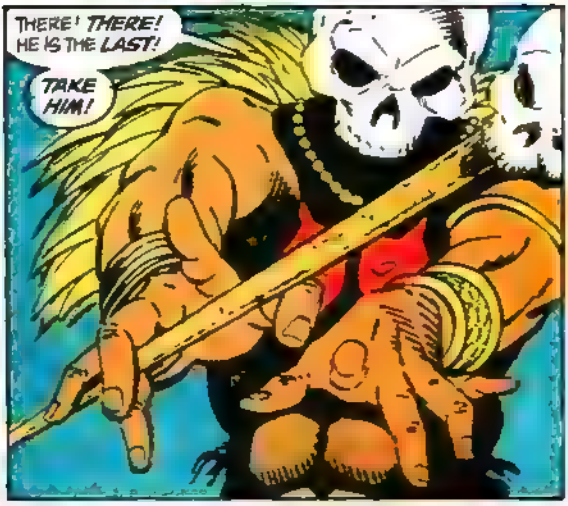
GREAT! NOW WE GOT TWO OF THEM TO COPE WITH!

FIND THE OTHER TEAM! I'LL HOLD THINGS BACK HERE!
TELL THEM TO WATCH FOR BOCOR!
BLAM BLAM

AAAIIEEE!
SCREW IT! I'M LEAVING!
YAAAAAAA!
NIGHTSHADE! MUST FIND NIGHTSHADE! GOTTA BE BOOMERANG!
NIGHTSHADE! HOLD UP! IT'S A TRAP! IT'S...!
DISBELIEVERS AMONG OUR TOMBS, DEFILERS AND ENEMIES.
YOUR LITTLE SOULS NOW BELONG TO BOCOR!

HSSSSSSSSSS SSSSSSSSSS

...BLOODY HELL...!


THERE! THERE! HE IS THE LAST!
TAKE HIM!

OH NO!
NOOOO!

BLOODY HELL! IT'S STUCK!

C'MON, YOU BLOODY USELESS ..!

SSSSS
YEEK!

CRAP!
CRAP!
CRAP!
CRAP!
CRAP!

THIP!
NO!

BLOODY HELL, I CAN'T EVEN GET AT ME BOOMERANGS!
LISTEN DON'T KILL ME DON'T HURT ME DON'T TURN ME INTO A ZOMBIE I'M NOT REALLY ONE OF THEM I'M NOT! I'M ON YOUR SIDE HONEST! PLEEEASE!

DOWN UNDER, YOU ARE IN DEEP DOO-DOO

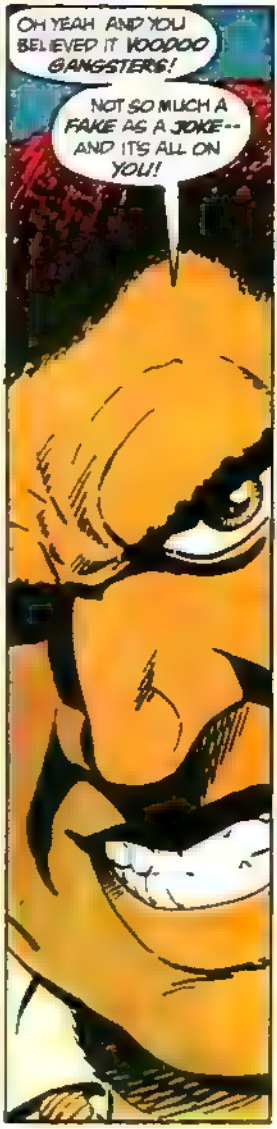
WALLER?!?
BUT THEN-- WHO IS..?

BOCOR?

BOG BOOMERANG

THEN WHO'S THIS LOT?
MEMBERS OF THE GROUND CREW VOLUNTEERS ONE AND ALL HAD TO TURN DOWN SOME WE GOT TOO MANY!

YOU KNEW!
YOU KNEW I WAS MIRROR MASTER! THIS WAS ALL A TRICK JUST FOR ME! THIS WHOLE LOA THING'S A FAKE!


OH YEAH AND YOU BELIEVED IT VOODOO GANGSTERS!
NOT SO MUCH A FAKE AS A JOKE-- AND ITS ALL ON YOU!

YOU BLOODY BLACK BIKE!
WHO DO YOU THINK YOU'RE PLAYING WITH?!?

I KNOW WHO I'M PLAYING WITH! A FOUR-FLUSHING LOSER WHO TOOK EVERY ADVANTAGE HE WAS GIVEN AND SPAT THEM BACK IN PEOPLE'S FACES!
A JAIL BIRD WHO IS GOING BACK TO JAIL!

WE PLAYED BOOMER FOR THE FOOL, AS YOU TRIED TO PLAY THE SQUAD. AS YOU TRIED TO PLAY ME.
GUESS HOW MUCH I LIKE THAT, BOOMER-RAT?

NOT MUCH.

GOT THAT RIGHT
YOU KNOW THAT NICE LITTLE APARTMENT IN THE QUARTER YOU GOT? KISS IT GOOD-BYE. ANY MONEY YOU STOLE IS GOING BACK AND YOU'RE GOING TO COME LIVE AT BELLE REVE.

YOU'RE GOING ON EVERY MISSION I SEND YOU AND YOU'RE GOING TO BUTTON YOUR TRAP AND PLAY STRAIGHT.
OR WE'RE JUST GOING TO TURN YOU OVER TO THE AUTHORITIES AND YOU CAN COME LIVE AS A NUMBER AT BELLE REVE. HOW YOU WANT IT?

I'LL GO WITH YOU

UNTIL I CAN FIGURE OUT A WAY TO GET SOME OF MY OWN BACK, YOU BLEEDIN' BIKE!

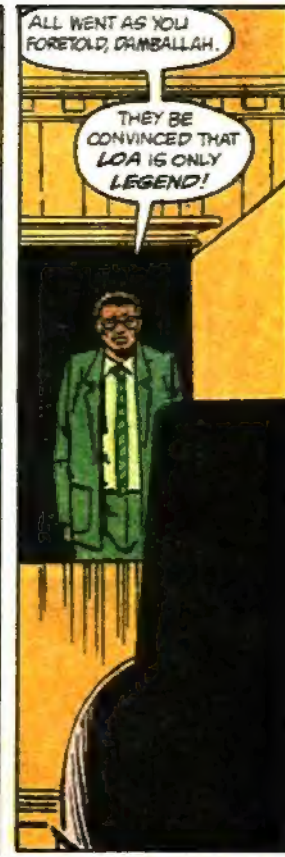
MRS WALLER? GOT A CALL FROM FLO BACK AT BELLE REVE.

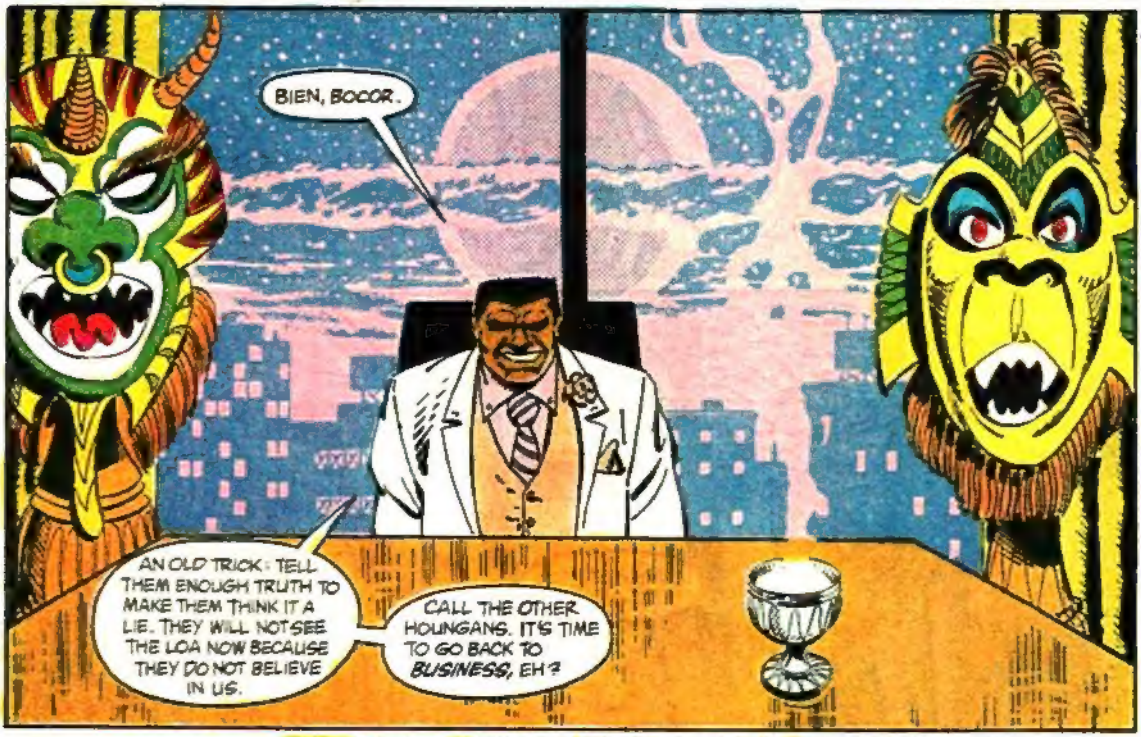
JUST HEARD FROM AUTHORITIES OUT IN SPOKANE, WASHINGTON
SEEMS THERE'S BEEN A SERIES OF ROBBERIES BY SOMEONE CALLING HIMSELF MIRROR MASTER. D.C. WANTS TO KNOW IF HE'S RELATED TO OURS.

BOOMERBUTT..!
IT'S NOT ME! IT AIN'T GOT NOTHIN' TO DO WITH ME!

BLOODY HELL! SOMEONE'S CRABBIN' MY ACT!

LET'S GET BACK TO BELLE REVE





NEXT: FACING CRAY!

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Salutations,

Where to start? Good issues are common for this and few other books, but exceptionally good issues are uncommon. It is these exceptional stories that throw me, so I really do not know where to start in order to do this story justice.

It was an interesting experience to see your art team's view of the Zero Zone, not to mention Shade. I've read the eight issues of Rac Shade's series hundreds of times and searched for that fabled ninth issue for a few years after his untimely demise.

I really liked this story and want to see more. I hope that since Nightshade has had her mission, she does not leave. The few criticisms I have are hardly major. Unless he picked up bulk eating whatever and fighting off the inhabs of the Zero Zone, he seems more muscular than he used to, and the last I remember, it was not the vest that enabled him to make inter-zonal changes, it was a sensor implant standard to all Earth agents. Flag and Shade make a good team; don't make Shade so bold, he borders on being belligerently superior, he ever acted that way toward Earthers before!

One last thing: just because Z.Z. is dead, does that mean the end of the Metan Crime Council? What about Sude, Mellu, Dr. Sagan, and all the others back on Meta? How much real time elapsed between SHADE #8, CRISIS #12, and SS #16? Meaning, in the past ten years since his cancellation, how much time has passed for Shade and Meta?

Robert the Emperor
7097 Dolphin Street
Bolivar, OH 44612

Lots of loose ends, eh, Robert? Sounds like we need something to clean it all up, something like ... maybe, yeah, sure, why not ... a mini-series? We'll see. Meantime, the Crisis happened some time back, and since no one there keeps a tight chronology on such matters, the answer is best left up to your imagination.

*****

Dear Squad Crew,

With issue #16, the "Nightshade Odyssey" comes to a wild, weird (and somewhat anti-climactic) end. After a big build-up in #14 and 15 and a long, convoluted exposition, Deadshot plants a bullet between the Incubus's eyes and, to paraphrase him, "ends the shebang." Kind of deflated the old tension balloon, you know? Then the team is hurtled headlong into psychedelia, and an entirely new plotline is introduced. Shade, Orc, the fate of the Earth all in one mouthful. I really had to shift gears quickly to keep up with all this. It seemed like you grew bored with the Nightshade/Incubus storyline and cut it short because you were in a hurry to add Shade to the team. I'm not really complaining, mind you, but I did feel a sense of whiplash when reading this issue, a definite departure from the normally smooth transitions and fluid narrative.

As usual, there were several excellent insights into character. The Duchess confronts extradimensional monsters with the same cool, direct approach she gives earthly foes: load up the artillery and blast away. Boomer's constantly barfing was hilarious and never became tedious, as it was perfectly realistic in light of the situations and locales he was in. And in spite of his terrible hangover, his "screamerangs" came in quite handy. I wasn't familiar with Shade aside from reading his entry in WHO'S WHO, but I think I'm going to like him. His ultra-serious, self-righteous persona should provide for some interesting interplay with the other members, particularly with Boomerang. The scene where Waller and the Squad cleverly exposed Shade's arrogant hypocrisy was great. It's interesting that *within single issues* of SUICIDE SQUAD I find myself alternately rooting for and against Amanda Waller. She's a complex, intensely real character, who, like most people, has a lot of good and bad in her, and watching her reactions to various moral dilemmas is proving to be fascinating and should continue to be as her character grows and matures. She already appears different from the Machiavellian taskmaster we saw in the first few issues. I can't help but think there's a very frightened, lonely woman underneath all that unyielding, authoritative exterior.

What future, if any, for the Enchantress? After this issue it looks as if June Moone will have a severely limited role in this series. Now that the Succubus resides within Nightshade, I have a feeling that Nightshade's darkness may soon become both literal and metaphorical. Also along these lines, is the budding relationship between Bronze Tiger and June Moone finished? Tiger seems to be attracted to Vixen now, and with Enchantress gone, some of June's passion may be gone with her.

Where's Bob Lewis? He was credited on the cover, but he's nowhere to be found within. I hope this isn't an omen of his imminent departure.

Michael J. Miller
513 Monroe Street
Hanover, IL 61041

Alas, it is true. Bob is leaving our pages. After stepping in on short notice back in issue #4, Bob has missed only two issues, but he has decided to pursue a few other opportunities, especially since another inker has expressed interest in working over Luke's pencils. The last few covers may have been a clue, and this month's cover is a tip-off. Yep, Karl Kesel has asked to return to his great love, the Squad, and we can't be happier. In fact, John has been keeping the Duchess story warming on the back burner until Karl figured out what to do (since it was Karl who suggested Lashina 'way back around issue #1). Just wait until these guys hit high gear—already the messages and meetings between John and Karl and Luke and John and Luke and Karl are back in full force, and no editor at DC is happier than me at the moment.

We'll miss Bob's presence here, but he won't be gone from DC. We'll announce his next assignment as soon as it's official.

*****

Dear Bob,

Yikes! He's back! And I couldn't be happier!

Yes, I'm referring to Shade the Changing Man, who reappeared in #16 after a decade in comic book limbo (or, I suppose, the Zero Zone, if you prefer). His return was handled very nicely—linking in neatly to the "Nightshade Odyssey" storyline while remaining faithful to Shade's storyline from his own book. That Shade will be staying on with the Squad, for a while at least, is an added bonus.

Actually, I lied when I said above that I couldn't be happier about Shade's return. What would make me even happier if somehow Shade

creator Steve Ditko could be involved! Indeed, I held out hope that we will see Shade return to the Meta Zone and finally resolve his long-dormant status by clearing his name. Wouldn't it be great if the Meta Zone could be portrayed by its creator?

I loved the recap of Shade's past adventures on page 13! It was very humorous and one of the most deft and enjoyable recaps I've ever seen. It also was a great little vignette for Mrs. Waller, once again demonstrating her, um, her charm and tact. As far as the political difficulties she's having are concerned, I somehow suspect that her opponents are dead meat. Maybe they don't know it yet. Maybe Mrs. Waller hasn't even figured out yet the method to accomplishing it. But I think they are. Oh yes. Mrs. Waller is tough, unforgiving, patient, and determined. A formidable combination.

Jim Burke
Box 1272 Station B
Weston, Ontario M9L 2R9
CANADA

*****

Dear Squad Leaders,

Gee whiz, the "Nightshade Odyssey" is all over now, and you know, it didn't excite me all that much. It almost seemed like we were treated to a five-minute stopover in Nightshadeville and then hustled out again. Each end of this saga seemed padded somewhat. I'd have preferred a full three-issue visit to NS land with stuff happening like what you showed on issue #15's cover. Looking around at the other letters on this letter column, I see a few other folks agree.

But let's talk about SS #16 in particular. The sudden introduction of Shade/Captain Cold combo, for me, is much more promising than the Vixen/Speedy pairing. Shade adds an indefinable spice to this book. And Captain Cold adds an indefinable ice to this book. Can they stay for a while?

Of course, can a team *function* with two Captains? Anyway, the Duchess and Deadshot are spending a lot of panels covering each other's acres. There's a very subtle something forming between them. They'd make an interesting couple, but whose parents would be the first to stop the marriage?

Seth Ball
No Address Given

*****

Dear Suicide Crew,

"Deathzone" was different. It wasn't the best of your issues but not the worst. The Zero dimension didn't look very good, with the creatures there just big spiders. However, Vixen and the Bronze Tiger make a great team and, if you see fit, possibly a great couple.

I can't wait to see how Amanda solves her problems with Tolliver. I'm beginning to wonder if she ever will! How did Captain Cold wind up in Belle Reve (or was he sent there by Manhunter in MANHUNTER #1?). Also, I like the addition of Shade to the team; he seems a colorful, yet powerful new member of the team.

I can't wait to see the new Jihad face the Suicide Squad next issue. I'm sure it will be quite a fight.

Kevin Scott
4327 Garrison Road
Panama City, FL 32404

John set up Captain Cold rather cleverly, didn't he? As for your other comments, keep reading these issues, since it's all unfolding pretty quickly.

*****

Hey Bob,

Re: SUICIDE SQUAD #16. I didn't notice he had ever left. And from the looks of him this time around, I haven't missed one little thing.

Tell the Wall to "just say no."

Uncle Elvis
17650 Dawson Road
Dawson Springs, KY 42408

*****

Dear Dimension Hoppers,

Gotta hand it to you guys for so deftly trading one "magical" character for another in SUICIDE SQUAD #16. The story was handled believably in its own context, yet kept the scariness of being in another dimension as a fantastic experience. Rac Shade will make an entertaining addition to the team, to be sure. I'm not familiar with his original DC series, but this issue's introduction to the character was enjoyable enough to make me want to see more of him. His distortion effect is downright weird, and I loved how he was able to use Nightshade's ability to bring the team back home and then lead them on an attack against Wizor. The last panel was great!

I thought Malcolm Jones III's thick to thin inklines on Luke's pencils looked fine, but to be honest, I prefer it when Luke inks his own pencils, as we saw in Chapter One. If anyone doubts me, take a look at his drawing of the Duchess for WHO'S WHO UPDATE '88 #1.

Other nice touches were the growing relationship between Bronze Tiger and Vixen (she fits the team like a glove), Flag's return, Captains Cold and Boomerang discussing the new Mirror Master, and Erik Larsen's "Far Side of Science." Please keep us posted on Eve's condition and June Moone's Enchantresslessness.

I'd like to second the votes from this issue's lettercol for appearances by Poison Ivy, the Calculator and Wild Dog, along with Fisherman, Onyx, and Cavalier.

Neil Ahlquist
1100 Washington Street NE Apt. 2
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Dear Editor,

SUICIDE SQUAD #16 was so jam-packed with events, I had to look two or three times before I was convinced you managed to jam it all into a mere 22 pages.

Shade the Changing Man—to me, he's a complete mystery—but now you can start him all over again your way, which isn't necessarily bad. His powers seem fairly standard stuff, but he's grim and enigmatic enough to be an interesting character, even when he's not using his powers. And I don't think he's quite used to Earth yet, so it should be interesting watching him learn. There might be a slight continuity error in your description of his activities over the past few years. Shade didn't show up in CRISIS until the last issue, when the Earths had *already* merged into a single Earth and the "new" vibrational frequency he couldn't find was already in operation.

And the book was loaded with wonderful little character portrayals—the reunion between Boomerang and Captain Cold didn't get as much space as I'd liked—but as Spencer Tracy would say, "What's there was cherce." We have Amanda Waller's cunning questioning of Shade; more near-smooching between Tiger and Vixen; the short and sweet return of Colonel Flag to active duty; and the excellent job done by Tiger in taking over for him.

Charles D. Brown
39 Stockton Street
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COMING ATTRACTIONS:

Well, with the Boomerang problem resolved, the time has come to clean up some old business. With the political conventions over, the election race is on and Senator Cray demands action from the Squad. What will happen? To start with, Flag goes AWOL, Amanda has a showdown with Derek Tolliver, June and Eve have an interesting encounter and everything is about to hit the fan all over again. It's a two-parter that will mark a major turning point for the Squad and everyone connected with it. So of course, it's the perfect time for John and Luke to welcome Karl back. You *will* be here, won't you?

Meantime, a few things to look for next month include DEADSHOT #3, where Floyd finally tracks down his son and all the pieces fall into place; DOOM PATROL #16, with the pulse-pounding pencils of Graham Nolan (who did a bang-up job on our Annual this month), and THE PRISONER, a Prestige Format sequel to the acclaimed cult TV series. It has to be seen to be enjoyed, so go find it!

Until we meet again, keep smiling!
—Bob Greenberger

BEAST CHARMING
Perenially purveying a plenitude of purty, prettified pictures to my peerless pals!
HUMBLE CONTRIBUTOR TO #THECOMICRACK
Queries? Requests? Contact me at BeastCharming@yahoo.com
Pledged to scan all series great and small...